JALECO

THE YOUNG INDIANA JONES CHRONICLES™

INSTRUCTION MANUAL

NES-YJ-USA

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INTRODUCTION

When it comes to bold action and daring exploits, no one compares to Indiana Jones! The legendary hero created by George Lucas has captured the imagination of young and old alike. But where did it all begin... how did Indy get his start? Based on the television series of the same name, *The Young Indiana Jones Chronicles* answers this question by recreating some of the dramatic experiences that shaped his youth.

Young Indy's adventures began in the early part of this century, when your great-grandfather was just a boy. No kidding. A tough, street-smart ten-year-old from New Jersey, Indy was already one cool dude. He traveled to exotic locations all over the world, where he got to know the famous personalities of the time... from Teddy Roosevelt (he was president back then) to Lawrence of Arabia — you know, the guy they made the movie about. Later, venturing out on his own, Young Indy plunged headlong into some serious world events. Our story focuses on two of these events: the Mexican Revolution, and the First World War — the Great War in Europe.

Incredible dangers are waiting for Young Indy at every turn… murderous bandits, desperate outlaws, and the powerful forces of the Prussian army. Some of his opponents have made their name in history as well, including such notorious figures as Pancho Villa and the infamous Red Baron! Committed to the ideals of truth, honor, and dignity (hey, who isn't?), Young Indy meets every challenge head-on and somehow always manages to come out on top. But as we said, all these events happened a very long time ago. Now, at the age of 93, Indy has some great stories to tell… and so begins the exciting adventure of *The Young Indiana Jones Chronicles!*

OBJECT OF THE GAME

Looking for some real-life, down-and-dirty, in-your-face action? Well, look no further… with three unique levels made up of 30 different sub-stages, *The Young Indiana Jones Chronicles* pulls out all the stops to bring you an adventure worthy of its name. Armed with everything from his trusty whip to machine guns and hand grenades, Young Indy finds himself in one perilous predicament after another. He crawls through deserted mine shafts, leaps over trenches, races along the tops of railway cars, and even hitches a ride from a World War I flying ace. Not even the fiercest opponents or the deadliest weapons

can stop Young Indy from completing his mission. So how about it… do you think you're up to the challenge?

The *Young Indiana Jones Chronicles* includes three main levels. These levels are:

Mexico **France** **Germany**

Each level includes a number of different stages, as indicated by a change in the landscape. Enemies, traps, and other elements vary from level to level and stage to stage. Each stage contains one or more sub-stages which must be cleared before you can advance… and the exit to every stage is guarded by a Boss. You have a different mission on each level, but your main goal is always the same: eliminate your enemies, avoid traps, defeat the Boss at the end of each stage, and come out a winner!

Fortunately, you get a little help along the way. Open wooden crates to collect special items as you travel through the deserts of Mexico, the battlefields

of France, and the passageways of the German High Command. Inside, you may find gold, shield items, support items, or weapons. Gold increases your total score and can be used to buy extra lives. Shield items protect Young Indy from enemy fire, and support items can make the going easier — for a while, at least. Young Indy has eight main weapons at his disposal. Each new weapon replaces the old weapon automatically... so make sure you really want that rock before you pick it up!

Young Indy begins the game with three extra lives. When he's hit by the enemy, Young Indy first loses his shield item (if he has one) and then his weapon. If he is hit by the enemy and does not have either item, he loses a life. Each time Young Indy loses a life, you are placed at the beginning of the current sub-stage. When Young Indy loses his last life, you are allowed to continue the game (up to five times) from the beginning of the current stage.

But hey, don't worry about all the details — just go ahead and get started. You'll learn the ropes pretty fast once you're on your own in *The Young Indiana Jones Chronicles*. If the kid from New Jersey can do it, so can you!

GETTING STARTED

1. Place *The Young Indiana Jones® Chronicles™* Game Pak (label side up) into your NES and turn on the unit. The title screen appears.

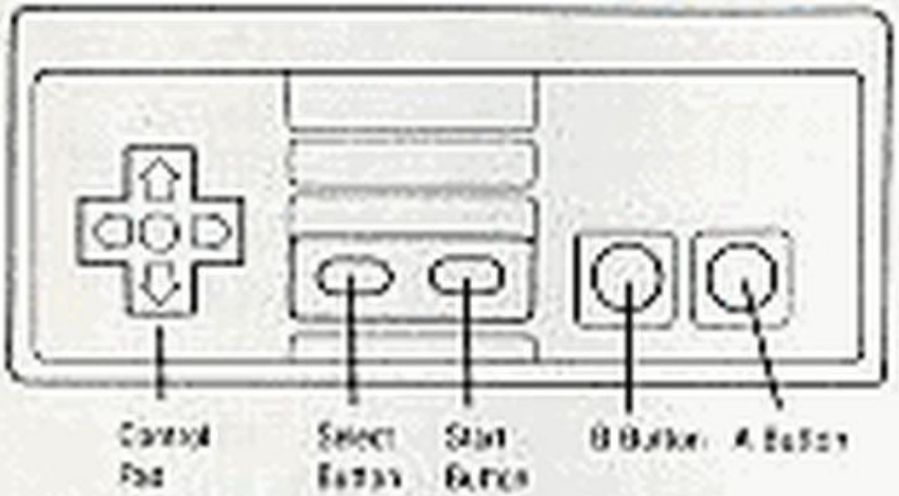
2. Two options appear at the bottom of this screen. These options are MUSIC and SCENES. Use the Control Pad to position the Hat next to the option you wish to change, then press **SELECT** or the **A Button** to turn the selected option OFF or ON.

MUSIC Default setting is ON. If you turn the music off, you will still hear the sound effects.

SCENES Default setting is ON. Turn this option OFF if you do not wish to see the scenes describing Young Indy's adventures. When the scenes are turned ON, press the **A Button** to continue when you have finished reading each screen. To skip the text scroll and get all of the text on a screen at one time, press and hold Up on the Control Pad and press the **A Button**.

3. After choosing your options, press **START** to begin the game.

CONTROLLER FUNCTIONS DURING A GAME



Control Pad

UP	Climb up ladder Go inside door/cave entrance
DOWN	Climb down ladder Lie down
LEFT	Run left
DOWN / LEFT	Crawl left
RIGHT	Run right
DOWN / RIGHT	Crawl right
A Button	Jump Jump on motorcycle (France) Fire bombs from airplane (Germany)
A Button + DOWN	Jump off ledge or cliff
B Button	Use weapon Punch (if no weapon is available) Fire machine gun from airplane (Germany)
START	Pause

ON-SCREEN DISPLAYS

A status bar at the top of the screen shows the following items:

Lives Young Indy begins the game with three additional lives. The number next to Young Indy's head on the left side of the status bar indicates the number of lives remaining. Collect gold bars and extra shield items to earn more lives, up to a maximum of nine.

Weapon Young Indy begins the game armed only with his trusty whip. Break open wooden crates along the way to find other weapons. You can only have one weapon at a time, and each new weapon you pick up replaces the old weapon automatically. You may use each weapon until you replace it or lose it to the enemy. Young Indy will lose his weapon if he is hit by the enemy and does not have a shield item.

Shield Item Shield items are also hidden inside wooden crates, and include a Hat (Mexico) and a Gas Mask (France and Germany). Shield items protect Young Indy from a single enemy hit. You may only possess one shield item at a time. If you already have a shield item and pick up another one, you are awarded an extra life.

Support Item Like weapons and shield items, support items are found inside wooden crates. Support items include Torches, Flashlights, Statues of Power, and Magic Amulets. These items take effect automatically, but are only effective for a limited amount of time.

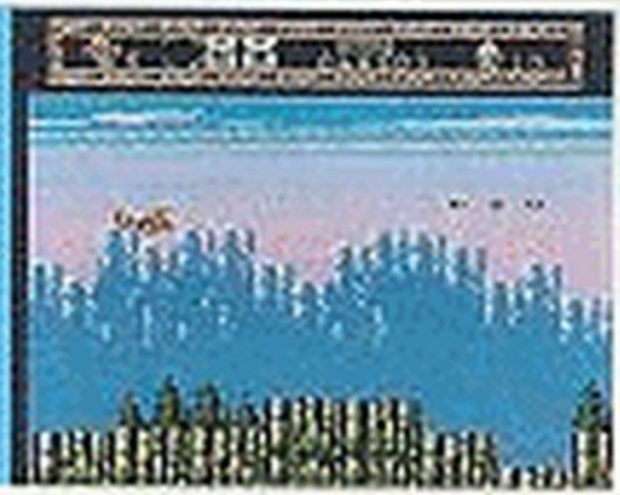
Score Increase your score by eliminating your enemies, collecting gold bars, and destroying large enemy weapons.

Gold Your current gold count is displayed on the right side of the status bar next to three gold bars. Gold bars are hidden inside wooden crates at many locations. Collect these gold bars to increase both your score and your gold count. Each crate of gold is worth 100 points, and increases your gold count by three. When your gold count reaches 100, you are awarded an extra life and the gold count is reset to zero.

Dogfight Status Bar

In Level 3, Young Indy finds himself in the middle of a dogfight in the skies over Germany… and his last opponent is none other than the Red Baron himself! The items in the status bar during this stage are:

Lives Shows the number of lives remaining. Young Indy loses a life if his airplane is hit by the enemy and he does not have a a shield item (Airplane) or a weapon (Bomb).



Bomb Collect Bombs by destroying enemy blimps. Once you have this weapon, press the **A Button** to drop bombs. You will lose the Bomb if the airplane is hit and you do not have a shield item (Airplane).

Airplane At the beginning of the Dogfight, two Airplane icons appear on the status bar. These Airplanes act as shield items during the Dogfight.

You lose an Airplane icon each time Young Indy's plane is hit. Collect additional Airplane icons by destroying enemy blimps.

Score Shows your current score. Earn extra points by destroying enemy airplanes and ground artillery.

Enemies Remaining The number of enemy airplanes remaining to be destroyed appears on the right side of the status bar, next to the head of an enemy soldier.

SPECIAL ITEMS

Young Indy collects three different types of items during the game, usually by breaking open wooden crates. These items are weapons, shield items, and support items. Each of these items is described below.

Weapons

Nine different weapons are available to Young Indy during the game. The current weapon is displayed on the status bar next to the number of lives. Press the **B Button** to use the

current weapon. Jump up as you are firing (press Up on the Control Pad) to increase your range. Most weapons are hidden inside wooden crates which you must break open. Young Indy can possess only one weapon at a time, so each new weapon you pick up replaces the old weapon automatically. Young Indy loses his weapon if he is hit by the enemy and does not have a shield item. Weapons may be used as often as you like until they are lost or replaced. The weapons are:

Whip Destroys enemies at close range.

Rock Useful for destroying enemies below Young Indy.

Knife Flies in a downward arc. Useful for destroying enemies at mid-range.

Pistol Long range weapon. Fires single slow shots.

Rifle Long range weapon. Fires single rapid shots.

Machine Gun Long range weapon. Fires multiple shots.

Grenade Explodes on impact. Useful for destroying a wide range of enemies and weapons.

Dynamite Explodes after several seconds delay.

Bomb During the Dogfight over Germany (Level 3), collect Bombs by shooting down enemy blimps. Press the **A Button** to drop a Bomb (the **B Button** fires a machine gun).

Shield Items

Shield items protect Young Indy from a single enemy hit. After Young Indy is hit, the shield item disappears. Young Indy can only possess one shield item at a time (except during the Dogfight). If Young Indy already has a shield item and he picks up another one,

he is awarded an extra life. The shield items are:

Hat Available only on Level 1 (Mexico).

Gas Mask Available on Levels 2 and 3 (France and Germany).

Airplane
Available only in the Dogfight stage on Level 3 (Germany). Young Indy begins this stage with two Airplane icons.

Support Items
Support items help Young Indy defeat his enemies. The first two support items listed below are hidden inside wooden crates. The second two items simply appear along the way. The support items are:

Statue of Power
Freezes all enemies on the screen for a limited period of time.

Magic Amulet
Makes Young Indy invincible for a limited period of time.

Torch Lights up dark areas. The Torch dims as time passes and eventually goes out.

Flashlight Lights up dark areas for a longer period of time than the Torch. As before, the light first dims and then goes out.

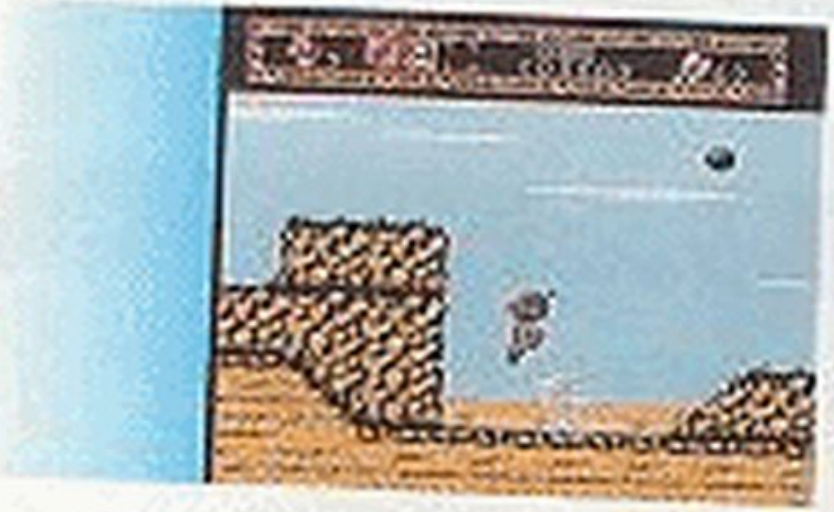
THE LEVELS

The *Young Indiana Jones Chronicles* includes three main levels: Mexico, France, and Germany. Each of these levels is described below.

Level 1: Mexico

On vacation, Young Indy arrives in Mexico during the height of the Mexican Civil War. The outlaw General Pancho Villa and his ruthless Banditos are terrorizing the peasants in an attempt to seize power. Young Indy single-handedly takes on Pancho and his men and frees the peasants from their oppression. (So what did you do on your summer vacation?) Afterward, a peasant girl tells Young Indy of a sinister stranger who carries with him a statue from an Egyptian tomb. Young Indiana Jones recognizes the statue as the

Jackal, a priceless artifact that belongs in a museum… not in the Claw's evil clutches! Young Indy follows the Claw into the depths of the silver mine and retrieves the statue to return it to its rightful owners.

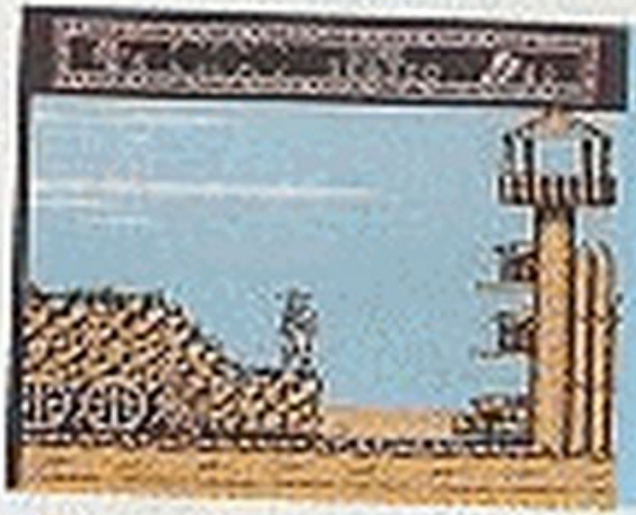


Stage 1: The Desert

The fighting begins in the foothills of Mexico… take out Pancho Villa's revolutionaries before they do the same to you. These mercenaries are armed to the teeth with knives, pistols, rifles, and even dynamite. Some are mounted on burros which can trample you if you're not careful. Be sure to stay clear of the cactus, and watch out for snakes! Jump quickly through the quicksand to avoid sinking. Enter doors and move boulders to reveal hidden rooms containing special items. You can also use boulders to flatten opponents — the farther you push them, the more damage they do.

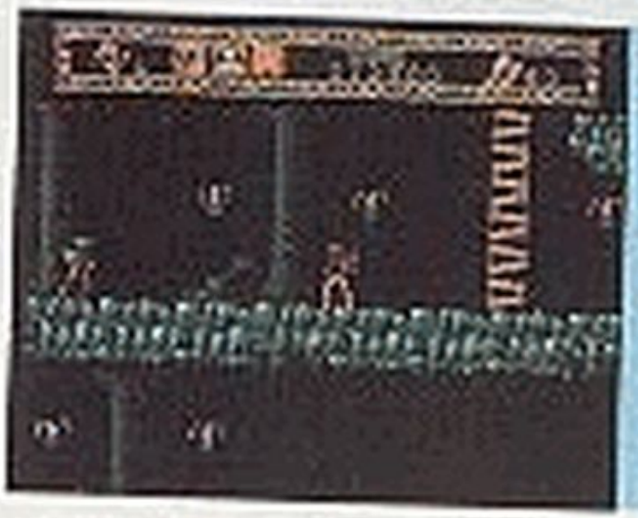
Boss #1. You'll find Pancho Villa stationed in the watchtower of the fort with several rather large cannons at his disposal. Knock out his artillery, then take aim at Pancho

himself as he leaps from the tower for a fight to the finish. Remember, the peasants are counting on you!



Stage 2: The Silver Mine

Hot on the trail of the stolen Jackal, Young Indy follows the Claw to an old abandoned silver mine. Young Indy plunges into the darkness of the mine, where bats flutter overhead and rats scurry through the tunnels. More banditos are lurking in the shadows, ready to strike. Some of them use dynamite, so watch out for falling debris! Crawl through narrow passages and climb ladders to reach special items. Find torches to help light your way… with all the rotting bridges and spike pits, one false step could spell disaster.



Boss #2. The Claw is waiting for you on top of the mining scaffold. He's got the Jackal, but he won't give it up without a fight! From the protection of a mining cart, the Claw throws sticks of dynamite that explode and shower Young Indy with falling debris. Pick up

rocks that fall from above, then jump up and clobber the Claw with a few well-placed shots. Defeated, he throws the Jackal to Young Indy and runs off to plan another dastardly plot…

Disillusioned with the Mexican Revolution, Young Indy and his fellow adventurer, Remy Baudouin, decide to take the first boat back to Europe where more trouble is brewing in France and Germany… the Great War.

Level 2: France

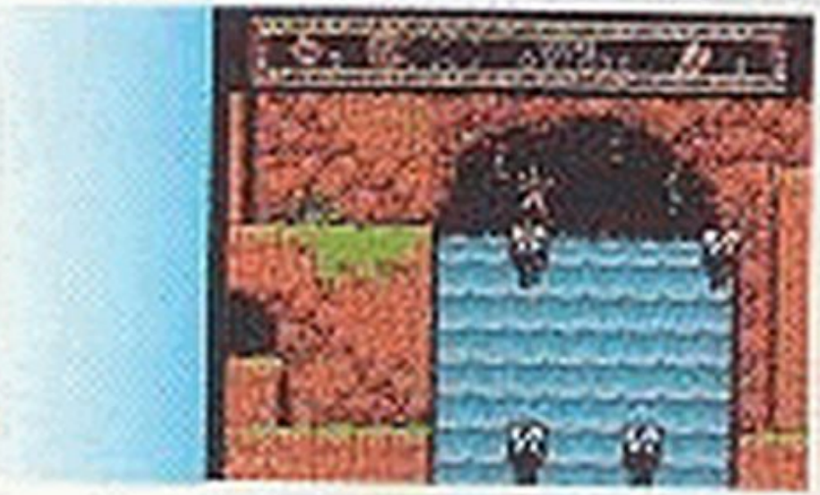
The armies of Germany and Prussia are threatening the continent with massive troops, mortar fire and artillery. Eager to offer his services, Young Indy travels to Belgium where he trains with the Allied forces. His first mission is to cross the battlefield and deliver orders to the Allied Commander on the front lines. From there he's sent to spy on the German Command Post, where he hears of a secret weapon that the Germans plan to use against the Allied troops — a long-range artillery gun, code-named Big Bertha. With time running short, Young Indy decides to go after Big Bertha himself. He climbs high into the

mountains to find the enemy's hidden weapons facility, then destroys Big Bertha and returns in triumph.

Stage 1: The Battlefield

Enemy soldiers have overrun Allied lines and attack Young Indy with rifles, machine guns, grenades, and bayonets. Warplanes strafe the battlefield with machine gun fire while huge artillery shells explode all around. Jump across trenches and wade through deep mud, avoiding barbed wire and unexploded shells that block your path. Break open wooden crates to find weapons and other items. On the motorcycle, press the **A Button** to jump across trenches and smash your enemies. You meet even stronger resistance when you cross behind enemy lines on a secret spying mission for the Allied forces. Gun turrets fire deadly rounds in your direction and steam geysers appear without warning... well, you volunteered for this!

Boss #3. You reach the Command Post at Bremman Ridge only to find it guarded by the menacing MegaTank…these guys really mean business! Dodge gunfire, mortar rounds, and grenades as the huge tank rolls toward you, then rush up and get in a few hits — before you're flattened.



Stage 2: The Cliffs

After hearing about Big Bertha, Young Indy knows he has to act fast to save the Allied troops. Climb the steep cliffs by jumping from ledge to ledge and scaling ladders, ducking enemy fire all the while. It won't be easy… heavily armed soldiers and gun turrets guard the mountainside, with orders to shoot first and ask questions later! Pick up weapons and other items for protection (including a magic amulet). Make your way to the top of the waterfall, then press on until you reach the weapons facility.

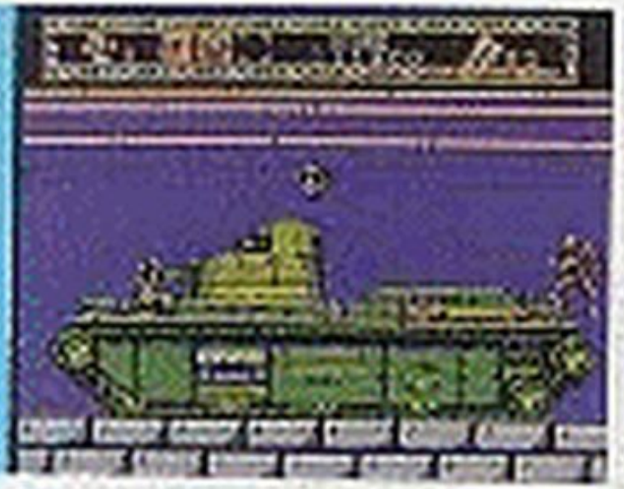
Boss #4. Once you reach the top, it won't take long to find Big Bertha — a giant armored

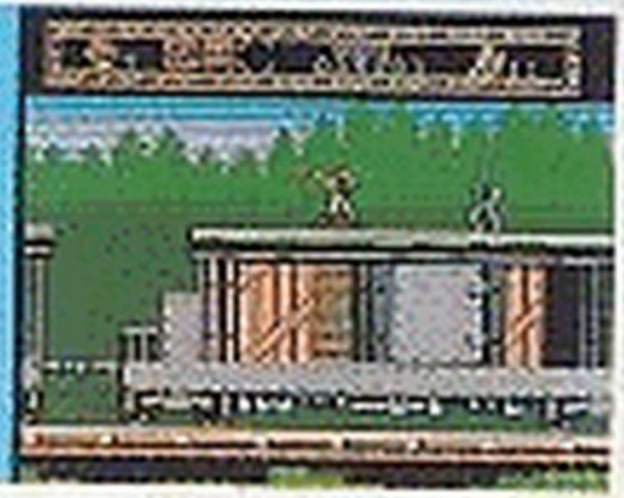
tank with massive artillery guns. Ol' Bertha doesn't fire her guns at you, but the soldier guarding her does! Pick up loose grenades, then use the nearby weapons machinery to gain a better vantage point...if you can keep your footing. Once you find Bertha's weak spot, the battle's over.

His mission a success, Young Indy returns to Allied Headquarters where he is promoted to the rank of Captain as a reward for his efforts. But the Allied troops are not out of danger yet... Young Indy's greatest adventure is still ahead!

Level 3: Germany

Young Indy receives a hero's welcome at Allied Headquarters, but the celebration is short-lived. Allied Intelligence has just learned of the enemy's newest weapon — deadly poison gas that's fatal on contact. Unless he's stopped, the German commander plans to use this weapon of mass destruction to eliminate the Allied forces and enslave all of Europe. Young Indy must infiltrate the German High Command, find the poison gas laboratory,





then plant a bomb to destroy the facility and escape before it detonates. It's his most dangerous mission so far, but Young Indy is ready!

Stage1: The Railway

Young Indy has to reach the German High Command quickly…time is running out for the Allied troops. In a daring move, he hops on board a train carrying supplies back behind enemy lines. Run along the tops of the railway cars as the train speeds towards its destination. Knock enemy soldiers off the train, collecting weapons as you need them.

Boss #5. When you reach the front of the train, the Engineer blocks your path. Attack quickly before he has a chance to start throwing wooden crates in your direction. Choose your weapon carefully… success depends on it!

Stage 2: The Doglight

As luck would have it, ace fighter pilot and all-around good guy Billy Bishop sees Young Indy's predicament on the train and swoops in to pick him up. They head directly for the German High Command, when suddenly a group of fighter planes appears on the horizon! Press the **B Button** to fire your machine guns as the planes come into range. Eliminate the enemy fighters before they do the same to you, then fly in low to take out the ground artillery. The number on the right side of the status bar indicates the number of enemy planes remaining. Destroy huge blimps to pick up Bombs and shield items. Press the **A Button** to drop the bombs.

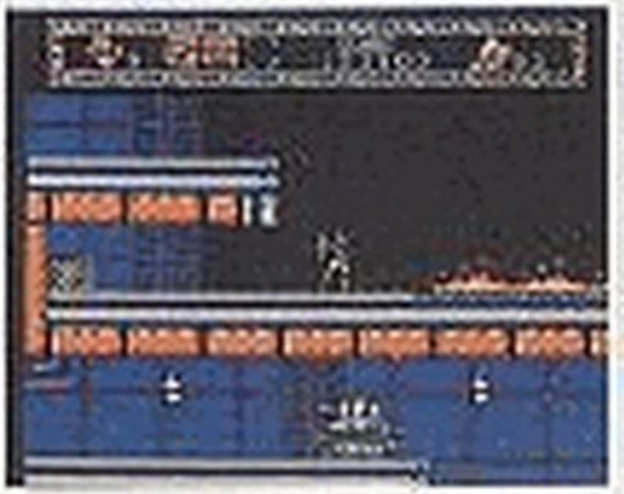
Boss # 6. As the last enemy fighter goes down in flames, the Red Baron zooms in to avenge his comrades. The infamous red Fokker triplane attacks with incredible speed, dropping bombs and raking the skies with machine gun fire. Do your best to stay out of trouble… and watch for an opportunity to attack from above.

Stage 3: The German High Command

The Red Baron is defeated! Well, I guess Billy gets credit for that one… and to top it off, he lands at a deserted airstrip a mere five miles from the German High Command. At last, Young Indy is nearly there! The High Command is a huge dark fortress, with soldiers and vicious guard dogs around every turn. Flashlights will help light the way, but only for a short period of time…so don't waste it! Climb ladders and jump from ledge to ledge to attack your enemies. Avoid the gun turrets, tanks, and electrified force fields that appear in the passageways. Elevators take you to the lower levels, where even more guards are waiting. Oh, yeah, don't forget about the switches… very important, those switches.

Boss #7. You're in for a big surprise once you make it through the last doorway…it's the German Commander himself, on his BattleTank! The tank fires laser bullets that explode on impact, while the Commander guards his position, then attacks when you least expect it. Knock out the Commander, then use his grenades to destroy the tank. No problem!

Stage 4: The Weapons Facility



You've made it…the secret weapons facility! Can the gas laboratory be far away? Poisonous liquid is everywhere, bubbling in holding vats and dripping from leaky pipes overhead. Don't let it touch you — every drop is deadly! Be prepared to take on enemy guards armed with bazookas, and even a tank or two. Mad scientists wave flaming test tubes which will set the whole place on fire — including you, if you're not careful. Elevators carry you from room to room until at last, you find it…the poison gas lab!

Boss #8. You place the bomb, then dodge the gun turrets and head for the exit…the whole place is going up in just two minutes! Unfortunately, there's one thing you hadn't counted on — the electrified security system. It closes off the passageways to block your escape, then opens fire in a deadly barrage of electric charges and spinning stars. This is it, Young Indy…your final challenge! Destroy the security system, then run for your life as the whole compound explodes in a huge ball of flame. You've scored another victory for truth, justice, and honor!

SCORING

You earn points during the game by eliminating enemy soldiers and other dangers, destroying large weapons, and collecting gold bars. Bonuses are awarded when you defeat a Boss, and if you accumulate more than the maximum of nine lives. There's no high score screen, but you can still brag about your score to your friends...be the first one on the block to break 50,000! Points are awarded as follows:

Gold Bars.....100 points
Snakes, Bats, Rats.....100 points
Banditos (Mexico).....200 points
Soldiers (France).....200 points
Strong Banditos.....300 points
Strong Soldiers (Germany).....500 points
Scientists (Germany).....1000 points
Gun Turrets.....300 points
Cannon.....300 points
Rapid-Fire Turrets.....500 points
Ground Artillery.....500 points
Airplanes.....500 points
Armored Cars.....1000 points
Tanks.....1000 points
Blimps.....1000 points

Bosses

Pancho Villa.....2000 points
The Claw.....2500 points
MegaTank.....2500 points
Big Bertha.....2500 points
Red Baron.....2500 points
BattleTank Commander.....5000 points

Extra Lives

You are awarded an extra life when you collect 100 gold bars. If you already have a shield item (Hat or Gas Mask) and pick up another shield item, you are awarded an extra life instead.

When the number of lives reaches the maximum of nine, you are awarded an addition 5000 points for every shield item you pick up.

Continues

When you lose your last life, the GAME OVER screen appears. Press Up or Down on the Control Pad to choose CONTINUE or END. Press **START** or the **A Button** to make your selection. If you choose to continue the game, you are placed at the beginning of the last stage in which you were playing, and retain both your previous score and gold count. If you choose to end the game, you are returned to the title screen. You may continue the game up to five times. Each time you choose CONTINUE, the number of CREDITS shown in the lower right corner of the screen is decreased by one. When you run out of credits you must start the game over from the beginning.

HINTS

1. Try to attack before your enemies get a chance to fire. The element of surprise will work in your favor!

2. Hat, Gas Masks, and other special items are often hidden in out-of-the-way places…see if you can find them.

3. Be sure to pick up all the gold that you can. You are awarded an extra life each time your gold count reaches 100.

4. Choose your weapons carefully…some weapons are much better in certain situations than others. Remember, you shouldn't always take a new weapon just because it's available — you may regret it later!

5. Don't try to attack either burros or dogs. Both are invincible, so you're just wasting your time — and probably losing a life in the process. So why are they invincible? No reason, we just felt like it…

6. Once you reach the German High Command (Level 3), you need to find and destroy three switches — they control the door that leads to the Boss at the end of that stage.

7. Every Boss has his own pattern of movement and firing, and is most vulnerable to a certain type of weapon. Observe their actions and reactions, then use this information to your advantage — we guarantee you'll be back more than once!

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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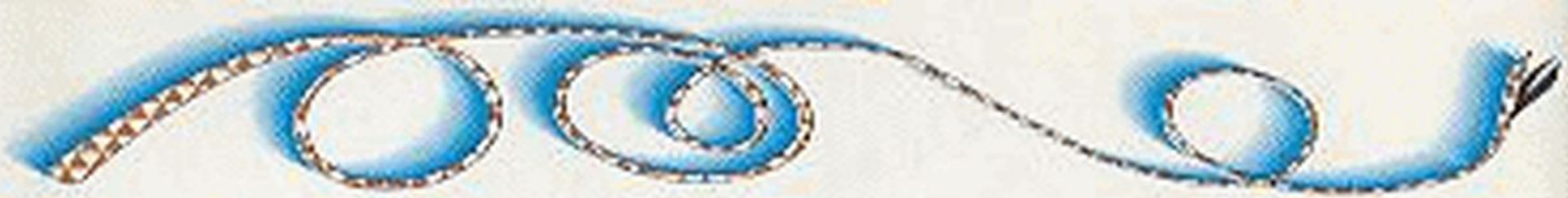
Out on the veranda
was a bearded
man in glasses...



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